

Student's Name/Initial:

/

Date:

Teacher's Initials:

Date:

FOUNDATION OF ANIMATION STUDENT PROFILE

COURSE CODE: 5350

Directions: Evaluate the student using the applicable rating scales below and check the appropriate box to indicate the degree of competency. The ratings 3, 2, 1, and N are not intended to represent the traditional school grading system of A, B, C, and D. The description associated with each of the ratings focuses on the level of student performance or cognition for each of the competencies listed below.

PERFORMANCE RATING

- 3 - Skilled--can perform task independently with no supervision
2 - Moderately skilled--can perform task completely with limited supervision
1 - Limitedly skilled--requires instruction and close supervision
N - No exposure--has no experience or knowledge of this task

COGNITIVE RATING

- 3 - Knowledgeable--can apply the concept to solve problems
2 - Moderately knowledgeable--understands the concept
1 - Limitedly knowledgeable--requires additional instruction
N - No exposure--has not received instruction in this area

A. SAFETY

3 2 1 N

- ___ ___ ___ 1. Review school safety policies and procedures.
___ ___ ___ 2. Review classroom safety rules and procedures.
___ ___ ___ 3. Review safety procedures for using equipment in the classroom.
___ ___ ___ 4. Identify major causes of work-related accidents in office environments.
___ ___ ___ 5. Demonstrate safety skills in an office/work environment.

B. STUDENT ORGANIZATIONS

3 2 1 N

- ___ ___ ___ 1. Identify the purpose and goals of a Career and Technology Student Organization (CTSO).
___ ___ ___ 2. Explain how CTSOs are integral parts of specific clusters, majors, and/or courses.
___ ___ ___ 3. Explain the benefits and responsibilities of being a member of a CTSO.
___ ___ ___ 4. List leadership opportunities that are available to students through participation in CTSO conferences, competitions, community service, philanthropy, and other activities.

- ___ ___ ___ 5. Explain how participation in CTSOs can promote lifelong benefits in other professional and civic organizations.

C. TECHNOLOGY KNOWLEDGE

3 2 1 N

- ___ ___ ___ 1. Demonstrate proficiency and skills associated with the use of technologies that are common to a specific occupation.
___ ___ ___ 2. Identify proper netiquette when using e-mail, social media, and other technologies for communication purposes.
___ ___ ___ 3. Identify potential abuse and unethical uses of laptops, tablets, computers, and/or networks.
___ ___ ___ 4. Explain the consequences of social, illegal, and unethical uses of technology, e.g., piracy; illegal downloading; licensing infringement; inappropriate uses of software, hardware, and mobile devices in the work environment.
___ ___ ___ 5. Discuss legal issues and the terms of use related to copyright laws, fair use laws, and ethics pertaining to downloading of images, photographs, documents, video, sounds, music, trademarks, and other

- ___ ___ ___ 6. Describe ethical and legal practices of safeguarding the confidentiality of business-related information.
___ ___ ___ 7. Describe possible threats to a laptop, tablet, computer, and/or network and methods of avoiding attacks.

D. PERSONAL QUALITIES AND EMPLOYABILITY SKILLS

- ___ ___ ___ 1. Demonstrate punctuality.
___ ___ ___ 2. Demonstrate self-representation.
___ ___ ___ 3. Demonstrate work ethic.
___ ___ ___ 4. Demonstrate respect.
___ ___ ___ 5. Demonstrate time management.
___ ___ ___ 6. Demonstrate integrity.
___ ___ ___ 7. Demonstrate leadership.
___ ___ ___ 8. Demonstrate teamwork and collaboration.
___ ___ ___ 9. Demonstrate conflict resolution.
___ ___ ___ 10. Demonstrate perseverance.
___ ___ ___ 11. Demonstrate commitment.
___ ___ ___ 12. Demonstrate a healthy view of competition.
___ ___ ___ 13. Demonstrate a global perspective.
___ ___ ___ 14. Demonstrate health and fitness.
___ ___ ___ 15. Demonstrate self-direction.
___ ___ ___ 16. Demonstrate lifelong learning.

3 2 1 N

- ## F. PURPOSES AND USES OF ANIMATION

3 2 1 N

- ## G. DESIGN THEORY AND FUNDAMENTALS

3 2 1 N

- _____. Demonstrate proper file and directory naming conventions).

3 2 1 N

- ## I. PRE-PRODUCTION: STORYTELLING AND STORYBOARDING

3 2 1 N

- ## J. PRODUCTION

3 2 1 N

- ## K. PRODUCTION: INTERACTIVITY

3 2 1 N

1. Identify best practices for designing interactive media content for desktop and mobile browsers, applications, games, and HD video.
2. Understand options for producing accessible and readable interactive media content
3. Make interactive media content development decisions based on your analysis and interpretation of design specifications.
4. Identify interactive media content that is relevant to the purpose of the media in which it will be used (websites, mobile devices, etc.).
5. Organize an interactive media design document.
6. Make an interactive animation

accessible.

L. POST-PRODUCTION

3 2 1 N

- ___ ___ ___ 1. Compare and contrast animation file types.
- ___ ___ ___ 2. Identify best practices for managing the file size of a published Flash or HTML document.
- ___ ___ ___ 3. Select appropriate distribution format.
- ___ ___ ___ 4. Publish and export animations.
- ___ ___ ___ 5. Identify rendering types and purposes.
- ___ ___ ___ 6. Apply appropriate rendering settings for a project (render a sequence of frames, render to layers).
- ___ ___ ___ 7. Conduct basic technical tests and usability tests.

M. PORTFOLIO

3 2 1 N

- ___ ___ ___ 1. Develop, maintain, and update portfolios and demo reels.
- ___ ___ ___ 2. Prepare and deliver a visual presentation utilizing appropriate industry terminology.
- ___ ___ ___ 3. Understand the elements of the critique process, including a respect for peer work and the ability to give and receive dispassionate criticism.
- ___ ___ ___ 4. Conduct peer and self-evaluations using rubrics.